

Status Report

Date: April 30, 2021

To: Rohit Suresh

From: Rohit Suresh

Subject: Status Report Up to April 30

Accomplishments: I have created the basic functions of monopoly (buying properties, rent, selling). Parts of the map (internal) are completed.

Problems/Risks: I had to completely change my original class design because it was too inflexible for the large number of corner cases. The effects of this could crop up again when I implement the GUI and gameplay because there are a couple more unique classes that need to be accounted for. In addition, trying to test the game through text is becoming more difficult, so I may have to make the GUI earlier than anticipated.

Next Steps: I need to add property improvement functions (houses) and auctions as well as determining end game scenarios. I will also begin to create the computer player.

